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Castlevania II

Simon's Quest™

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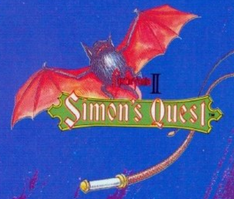
A map of an ancient land—Transylvania

The village folk tell of a time long ago when Transylvania was a land of tranquil beauty. There were no maps in those days. People were happy to go anywhere whim took them. But then the dark times descended with the arrival of the evil Count Dracula. The land changed to a place of poison, distrust and dread. Maps were made to help villagers avoid the places of greatest evil—the Count's five mansions as well as other places of danger and despair. Use the map well for victory on your quest as Simon Belmont. If you are victorious, peace will return, and maps will be needed no longer. Fight the noble fight, Simon!



STORIGOI GRAVEYARD
WICKED DITCH
BODLEY MANSION
DEBORAH CLIFF
TOWN OF ONDOL
TOWN OF DOINA
SADAM WOODS
JAM WASTELAND
NORTH BRIDGE
DORA WOODS
TOWN OF ALBA
DEAD RIVER
TOWN OF YOMI
VRAD GRAVEYARD
EAST BRIDGE
BRAHM'S MANSION
CASTLEVANIA
EAST BRIDGE
VRAD MOUNTAIN
BELASCO MARSH
JOVA WOODS
TOWN OF JOVA
SOUTH BRIDGE
DENIS MARSH
BERKELEY MANSION
DENIS WOODS
VEROS WOODS
TOWN OF VEROS
DEBIOUS WOODS
LARUBA MANSION
JOMA MARSH
BORDIA MOUNTAINS
CAMILLA CEMETERY
TOWN OF ALJIBA
ALJIBA WOODS
DABI'S PATH
YUBA LAKE
LAUBER MANSION